



# TABUU

Inscrutable and mysterious, Tabuu is an unknown entity from beyond time and space. Hailing from a Far Realm called Subspace, Tabuu's objective is clear; it wishes to absorb all worlds into Subspace, to increase its own power.

## HUMANOID ABERRATION

Unlike some other denizens of the Far Realms, Tabuu has a form that appears to be its "natural form." Tabuu is humanoid in shape, but its body is translucent and glows with a blue energy. Where a human has its heart, Tabuu has red core that appears to glow with power and crackle with arcs of electricity.

The most alien part of Tabuu is its wings. Resembling a butterfly's wings but angular and alien, these wings have a terrible beauty to them that enralls the observer. These wings are not always manifested, but it is a horrific sign when they are, as it is through these wings that Tabuu channels its most terrible power.

## RULER OF SUBSPACE

Tabuu is a master manipulator, whether through direct control or through suggestion. Tabuu's method for consuming worlds is very simple; enslave a powerful being, often times a deity, and convince or enslave its followers to build "Subspace Bombs." These magical munitions are orbs of crackling shadow consume a huge volume around them when set off and bring everything consumed into Subspace.

If there are those who would stand against him, Tabuu is not afraid to engage in combat. Tabuu is faster than lightning and strikes hard enough to level a god. Rarely, if it feels at all threatened, it may unleash its final solution: its Off-Waves.

## KEEPER OF TROPHIES

Tabuu may have begun as deity of War, as it seems to relish in combat and keeps trophies of its greatest foes. When Tabuu finds a combatant it wishes to keep, it will manifest its wings and unleash a wave of energy. Any creatures struck by this wave are psychically assaulted, physically pushed back and are petrified, frozen in a position that showcases the victim's prowess in combat. Tabuu collects these trophies and displays them around the various collected worlds of Subspace, as if to amuse itself. Legends, or mad ramblings, say that it may release creatures caught in this way every few millenia to engage with it in a battle again.

Tabuu also has the power to grant his followers a limited version of this ability. Should they find resistance as they go about his work, they may cast *Tabuu's Off Beam* once a day to petrify the opposition. Non-spellcasters are granted a bow, crossbow or gun that casts the spell on a hit.



# TABUU

*Large aberration, neutral evil*

**Armor Class** 22 (natural armor)

**Hit Points** 405 (30d10 + 240)

**Speed** 0 ft., fly 60ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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28 (+9)	28 (+9)	26 (+8)	26 (+8)	20 (+5)	28 (+9)
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**Saving Throws** Dex +18, Con +17, Cha +18

**Skills** Athletics +16, Acrobatics +18, Perception +14

**Damage Resistance** psychic

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons

**Condition Immunities** blinded, charmed, exhaustion, frightened, petrified, poisoned, prone, stunned

**Senses** passive Perception 24

**Languages** Common, Subspace

**Challenge** 30 (155,000)

**Legendary Resistance (3/day).** If Tabuu fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Tabuu has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Tabuu's attacks are magical.

**Alien Mind.** Tabuu's mind or emotions cannot be read, probed or controlled by any means.

**Innate Spellcasting.** Tabuu's spellcasting ability is Charisma (spell save DC 26). It can innately cast the following spells requiring no material components:

At will: *dominate monster*, *fireball*, *hold monster*, *mirror image*, *puppet*\*

5/day: *delayed blast fireball*

\* found in the [Starter Spells UA](#)

## Actions

**Multiattack.** Tabuu makes four Slash attacks. He may replace one Slash attack with a Chain of Light attack.

**Slash.** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 22 (2d12 + 9) slashing damage.

**Bullet Rain.** Tabuu shoots a flurry of bullets in a 40-foot cone. All creatures within that area must make a DC 26 Dexterity saving throw or take 66 (12d10) piercing damage on a failed save, or half as much on a successful one.

**Shark Blade.** Tabuu turns into a large blade and shoots forward. All creatures within a 10-foot-wide and 80-foot-long line must make a DC 26 Dexterity saving throw, taking 65 (10d12) slashing damage on a failed save and no damage on a successful one. Tabuu appears at the end of the line.

**Lightning Aura.** Tabuu emits an electric aura. All creatures within 10 feet of him must make a DC 26 Constitution saving throw or take 66 (12d10) damage on a failed save or half as much on a successful one.

**Laser Eye Beam (Recharge 6).** Tabuu targets a 30-foot wide cube within 40 feet of it. Each creature within that cube must make DC 26 Dexterity saving throw or take 91 (26d6) fire damage on a failed save, or half as much as a successful one.

**Chains of Light.** *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage and the target is grappled (escape DC 26). The target is also freed if Tabuu is more than 20 feet away. Until this grapple ends, the target is restrained. Tabuu has six chains, each of which can only grapple one target. Tabuu can grapple the same creature with multiple chains.

**Enslave (6/Day).** Tabuu targets all creatures restrained by its Chains of Light. The targets must succeed on a DC 26 Wisdom saving throw or be magically charmed by the Tabuu until Tabuu dies. The charmed target is under Tabuu's control and Tabuu and the target can communicate telepathically with each other over any distance. A creature restrained by 2 or more chains has disadvantage on this saving throw, and if a creature is restrained by all 6 chains they automatically fail this saving throw.

Whenever the charmed target takes damage, the target can repeat the saving throw. Once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from Tabuu.

**Off Waves (3/day).** Tabuu emits a terrible wave of energy. All creatures within 100 ft. of Tabuu must succeed on a DC 26 Charisma saving throw or take 84 (24d6) psychic damage, be pushed 50 ft. away from Tabuu, and be petrified. If this damage reduces the target to 0 hit points, the target is stable and petrified. On a successful save, the target takes half damage and is not pushed or petrified. Once every 24 hours, the creature may repeat the saving throw, ending the petrification on a success. Alternately, another creature may use its action to end the condition on the petrified creature.

If Tabuu is brought below half-health, he immediately regains all uses of this ability.

## Legendary Actions

Tabuu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tabuu regains spent legendary actions at the start of its turn.

**Teleport.** Tabuu teleports to a point it can see up to 30 feet away. Additionally, if it chooses, all enemy creatures within a 20 foot radius of that point must succeed on a DC 26 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save and half as much on a successful one.

**Cast a Spell.** Tabuu casts a spell.

**Diving Blade.** Tabuu flies up to its speed and makes a Slash attack.

**Take an Action (Costs 2 Actions).** Tabuu takes any action except for Chains of Light, Enslave, or Off Waves.

## NOTES FOR MINIONS

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So you've become a minion of Tabuu. Congratulations! If you are a spellcaster, you may cast the following spell once per long rest without expending a spell slot, as you channel Tabuu's power:

### **TABUU'S OFF BEAM**

*9th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

A black beam with the head of an arrow shoot towards a creature you target. Make a ranged spell attack at a creature within range. On a hit, the target takes 24d6 psychic damage and must succeed on a Charisma saving throw or be petrified. If this damage reduces the target to 0 hit points, the target is stable and petrified.

The target may attempt the saving throw again once every 24 hours, unless it is within 1 mile of Tabuu. Another creature may use its action to end the condition on the target.

If you are not a spellcaster (or would otherwise prefer to use a weapon) you may instead use this weapon:

### **OFF WEAPON**

*Weapon (any bow, crossbow, or gun), legendary (requires attunement)*

You have a +3 bonus to attack and damage rolls made using this weapon.

Once per long rest when you hit a creature with this weapon, you may deal an additional 24d6 psychic damage. If this damage reduces the target to 0 hit points, the target is stable and petrified. You also force the target to make a DC 19 Charisma saving throw. On a fail, the creature is petrified.

The target may attempt the saving throw again once every 24 hours, unless it is within 1 mile of Tabuu. Another creature may use its action to end the condition on the target.